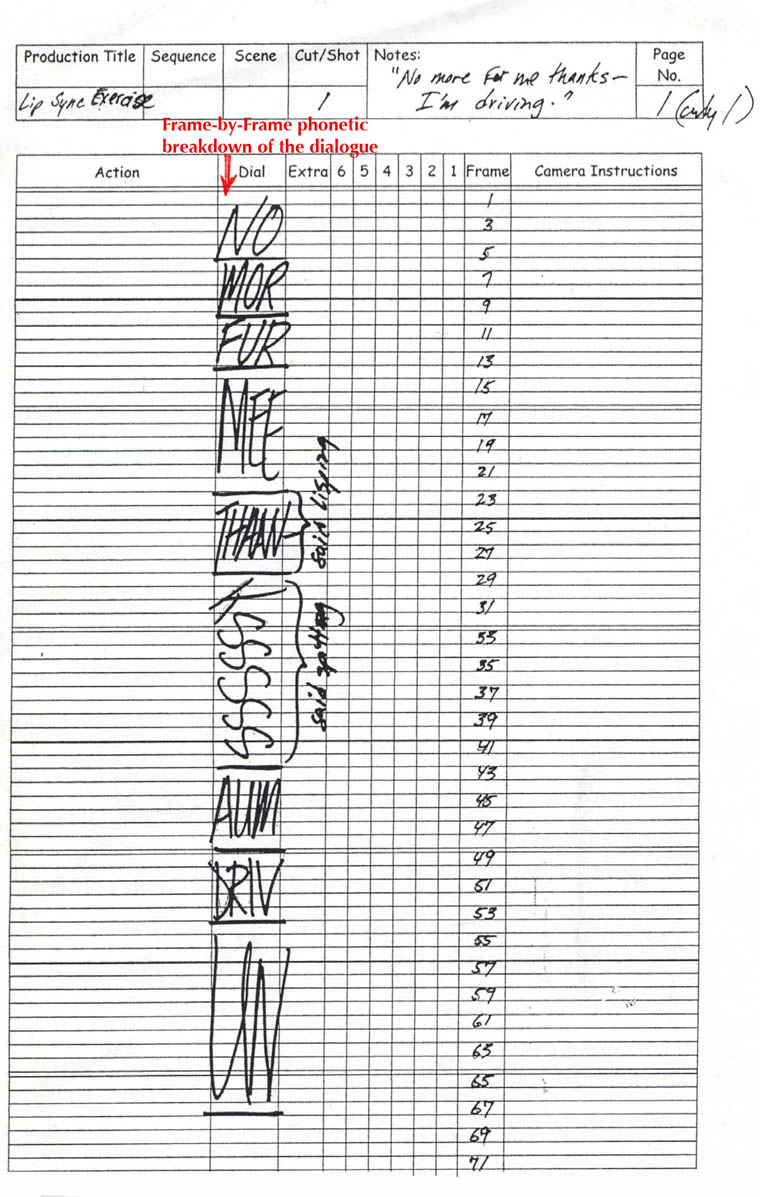
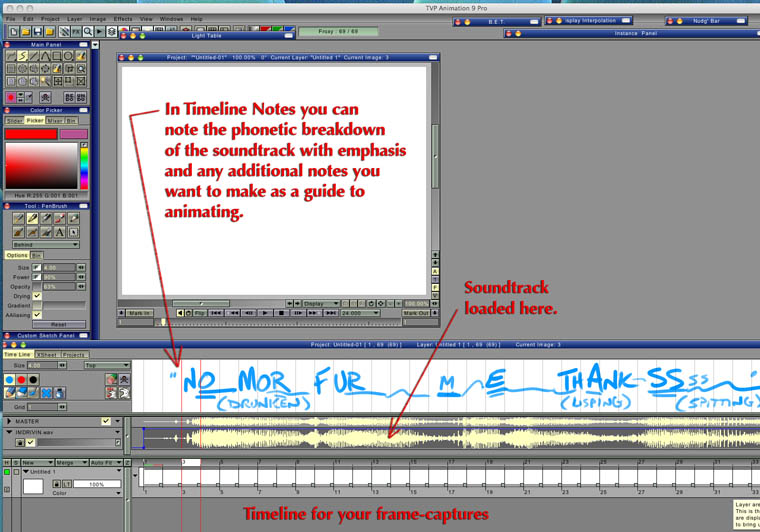
**Managing Soundtracks and Dialogue in TVPaint**

**Traditional vs. Digital X-sheets (timelines) –**

On a traditional Exposure Sheet (X-sheet) the sound breakdown would look like these examples. The breakdown is done by scrubbing over the soundtrack back-and-forth at slow motion speeds to ascertain how many frames it takes for a particular word or phrase to be said . The words are broken down phonetically on the X-sheet , allowing the animator to accurately animate the lip sync.  This procedure is basically the same whether you are using traditional paper X-sheets or a digital X-sheet/Timeline like in TVPaint Animation, ToonBoom,  Flash,  whatever it may be.



**NOTE:** the following screen shots show older version of TVPaint 9 and TVPaint 10 , but it is basically the same procedure for using soundtracks in the newer TVPaint 11 (see screen shots from TVPaint 11 and link to TVPaint 11 User Manual section on using Sound at the end of this document.) Compare the traditional X-sheet above with the same line of dialogue  "No more for me thanks ... I'm drivin' "   phonetically written on the TVPaint timeline:

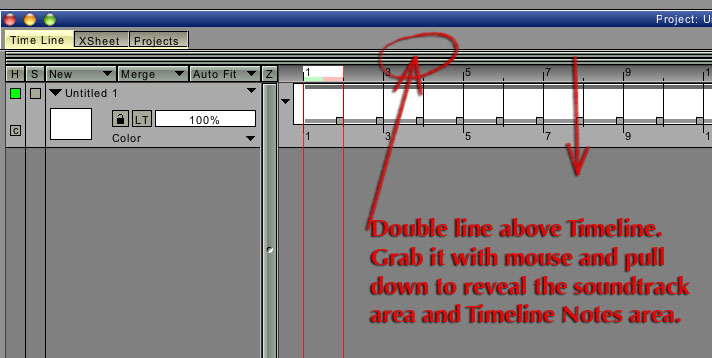


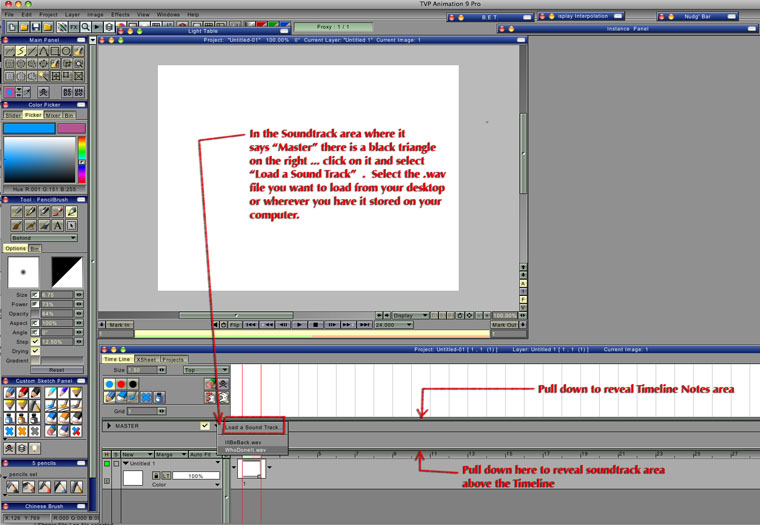
 For general information on X-sheets see the document created by AAU Onsite Director of 2D Animation , Beth Sousa:

[**[https://admin.academyart.edu/images/ui/icon-paperclip.png](http://attachments.academyart.edu/rest/attachments/download/31208473) Why and How to use an X-sheet.pdf**](http://attachments.academyart.edu/rest/attachments/download/31208473)

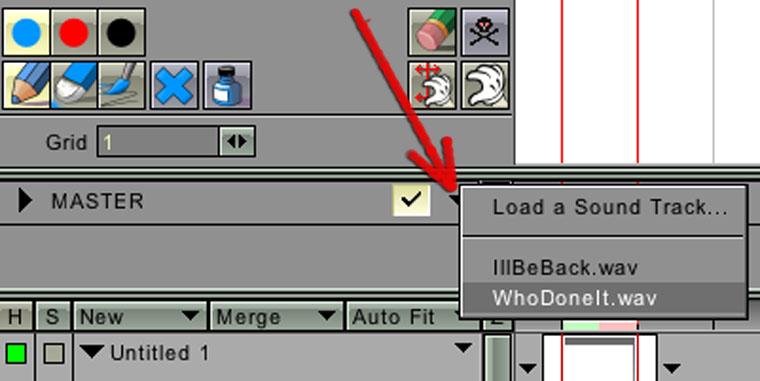
X-sheets and Dialogue will also be covered in more detail in Module 7 of ANM 180 .

**Sound in TVPaint Animation -**

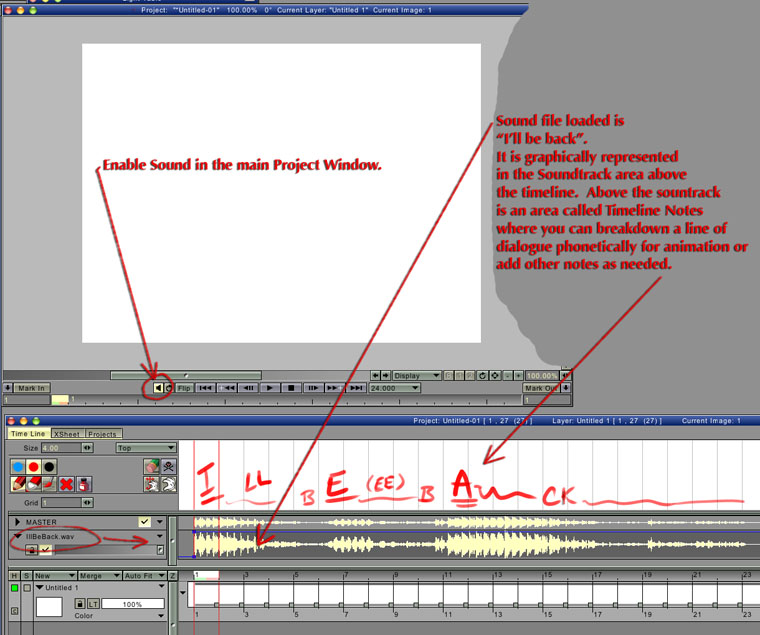
With TVPaint Animation you click on the area above the timeline to Load A Soundtrack. If your Soundtrack area and Timeline Notes area are hidden , you can grab on to the double-line above the Timeline and pull down to open up those areas above the timeline (or in newer TVPaint 11 click the tabs NOTES or SOUND in the lower left of the interface below the Layers panel to make those visible )



Click on the little musical note icon , then select and load the .wav or .mp3 file with your sound/dialogue.



In this case the dialogue is **"I'll be back"**. Scrubbing back-and-forth over the sound track will let you listen to it at extremely slow speeds or frame-by-frame . This way you can discern the stop and start of words and phrases or strong accents within the words. in the TIMELINE NOTES panel above the soundtrack you can write down the phonetic dialogue so you have a frame-by-frame breakdown of the sound to animate to.



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**More about Adding Soundtracks to TVPaint Animation -**

Watch the tutorial called “How to Manage Soundtracks” on the **[TVPaint Tutorials](http://www.tvpaint.com/v2/content/article/support/tutorial.php)** page (also on YouTube) –

[**https://www.youtube.com/watch?v=NDsyzmSlmYM**](https://www.youtube.com/watch?v=NDsyzmSlmYM)

And see the**TVPaint 10/10.5 User Manual ,  Lesson 8:**  Manage Multiple Audio Tracks  , pages 8-2  through  8- 6.

For the newer **TVPaint 11** , see the online User Manual [**Section 6 “Sound Management”**](http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-sound-management-audio-multi-tracks-introduction) and [**Timeline NOTES**](http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-sound-management-notes) .

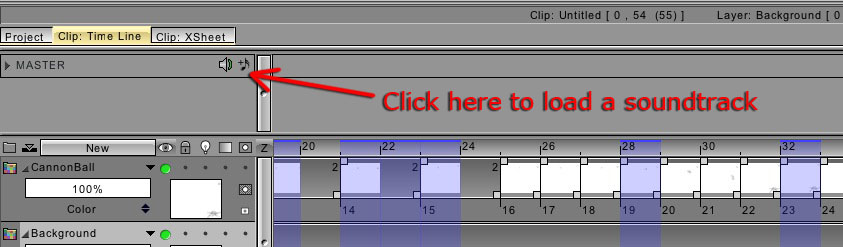
[**http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-sound-management-audio-multi-tracks-introduction**](http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-sound-management-audio-multi-tracks-introduction)

<http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-sound-management-notes>

There are two ways to add new audio tracks to a TVPaint project

\* In the main menu, the *Project > Load Sound ...*option opens a panel to choose the audio file to import

\* OR my preferred method , on the left side of the audio section above the Timeline LAYER panel , click on the little musical note symbol below, to the right of the *Master Track*name, opens a popup menu and allows you to *Load a Sound Track... .*

**

**TVPaint Standard edition** allows only ONE audio track at a time to be loaded (the workaround is to mix down multiple sound tracks to a single audio track in Adobe Audition (aka Adobe Soundbooth)  or  [Audacity](http://audacity.sourceforge.net/" \t "_blank)  , save it as a .wav file,   then load that  .wav file to TVPaint)

**TVPaint PRO edition -**  allows MULTIPLE audio tracks to be loaded.

**TVPaint 10/10.5 interface :**

In this example from a hand-drawn animation test in TVPaint 10/10.5 the character is saying "Mustard was MA***D***E for the hotdog !" :



(This is from a dialogue test in another animation class section .  The student was using Abbott & Costello's  "Mustard" routine as the voice track for his characters,  two cops arguing over whether mustard must be used on a hot dog.)

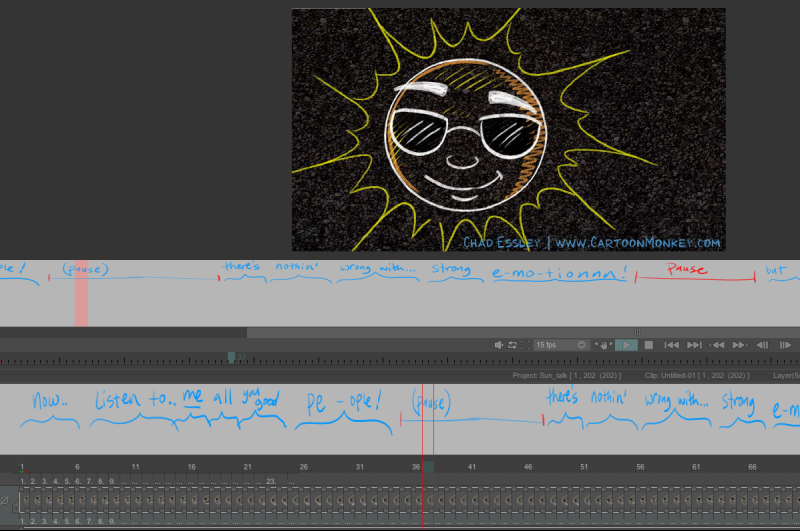
**ADDING ANNOTATIONS:** When you have a soundtrack loaded in TVPaint , in addition to writing out the dialogue in the Timeline Notes area above the soundtrack , you can double-click on any frame of the sound and add a type-written *annotation*.  See **TVPaint 10/10.5** User Manual , **Lesson 8 "Sound and the X-sheet" ,  page 8-5** on adding annotations.

This shows the TVPaint 11 soundtrack interface (basically the same as in TVPaint 10/10.5) –

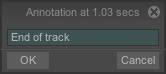


TVPaint 11 soundtrack interface:

<http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-sound-management-notes>



<http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-sound-management-audio-multi-tracks-preview>



http://www.tvpaint.com/doc/tvp11/images/en/lesson-sound-management/audio-multi-tracks-preview-annotation-2.png

**What if you have TVPaint Standard edition that only allows ONE soundtrack at at time to be loaded ?**

A student in a previous section of ANM 180 wrote:

"I watched the video tutorial on [**Managing Audio Tracks in TVPaint,**](https://www.youtube.com/embed/NDsyzmSlmYM)but the problem I'm facing is that I'm using the Standard Edition of TVPaint  and my sound stage doesn't give me a master sound time line. When I go to try and load additonal sound files it takes the place of my existing sound file- effectively only letting me use one sound file. I'm not sure if my settings are off or if maybe the standard edition is just limited here compared to the professional edition. "

**ANSWER:**

TVPaint Standard only allows you to import ONE soundtrack at a time  (TVPaint Pro allows multiple soundtracks).

For TVPaint Standard Edition the workaround for this is to mix down your multiple soundtracks to single soundtrack in a sound editing app (such as Adobe Audition in the Adobe suite you have from AAU  or the free program called Audacity) ,  then load the mixed track into TVPaint.

If it's something critical like lip-sync where you need to be able to hear each syllable of the dialogue distinctly (without any overlap or interference from background music or sound effects) you can export two tracks from Audacity or Adobe Audition:

* one track with the lip sync voice track mixed with any music and sound effects,
* and one track with the lip sync voice track only, importing that one into TVPaint to use while you are animating the lip sync.

 Then when you are ready to export your finished animation to a .mov file just remove the lip sync-only soundtrack from the TVPaint timeline and import the mixed track to the TVP Timeline for doing the final export to a Quicktime .mov with the complete soundtrack.

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**IMPORTANT :**  make sure your audio tracks exported from Adobe Audition or Audacity have the same sampling rate as the sampling rate set in the TVPaint Preferences > Sound tab . For example,  if your soundtrack has a sampling rate of 44100 Hz then your TVPaint sound prefs should also be set for sampling rate of 44100 HZ .

**From the TVPaint User Manual -**

 In the Preferences panel (Edit > Preferences), under the Sound tab - .

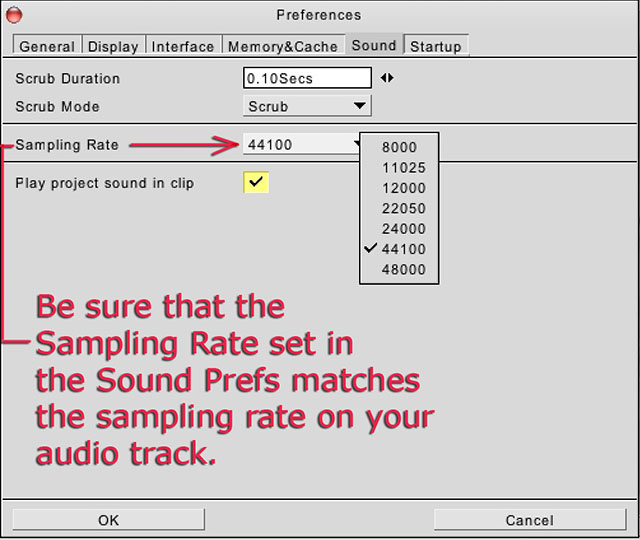
\* The first section of this tab refers to the Scrub options.

\_ The first Scrub Duration option sets the duration of the scrubbing.  
\_ The second popup Scrub Mode allows to choose when the tracks should be played, Never, Always, or only when the user Scrubs.

 \* The popup **Sampling Rate i**n the second section, lets the user select the sample rate wherein every audio tracks will be re-sampled during their import in TVPaint Animation. **To have the best results, all the imported audio tracks should be at the same sample rate than the one given in the Sound tab of the Preference panel.** If it is not the case, it is of course possible to import the audio track, but there will be maybe a loss of quality of this audio track.

That means that if the Sampling Rate for audio in the TVPaint Preferences is set to  44100 Hz  then the sound tracks you import to TVP should also be at the sampling rate of 44100 Hz , or playback could be irregular.

There are a variety of options you can set the Sampling Rate for.    Check your sound track.  If it's  24000 Hz  or  48000 Hz , etc.  you should change the sampling rate setting in TVP Preferences > Sound .



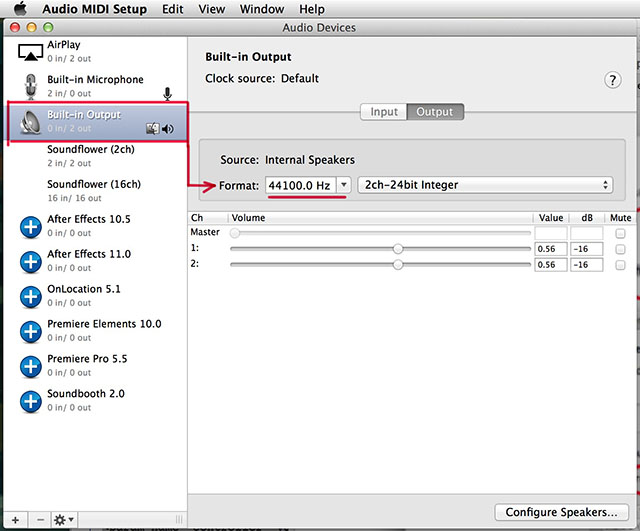
If your audio files are a different frequency then you can use the free [**AUDACITY**](http://audacity.sourceforge.net/)sound editing software to convert the file (from 48000 Hz  to 41000 Hz , for example) .  You can do the same in Adobe Audition (aka "Adobe Soundbooth") .

\*Also , are you on a **Mac**?  That might make a difference.   Read on ...

 On Mac computers Quicktime does not automatically make the conversion , so if you open a file in 48000k Hz, while your Mac is configured in 44100k Hz TVPaint will not be able to read  the sound correctly.

To fix it you have to change your Mac configuration of **Audio MIDI Setup.app**

(in Utilities) -



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